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ALONE IN THE DARK
THE NEW NIGHTMARE

DARKWORKS

INFOGRAMES

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

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- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other heat source.
- Be sure to take a break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping it in straight lines from the outer edge. Never use solvents or abrasives.

ALONE IN THE DARK™

THE NEW NIGHTMARE

island, it is also revealed that Aline has personal reasons for going to Shadow Island.

As the pilot prepares to land, the sea plane is attacked by a strange, unknown force. Carnby and Aline have only one way out - parachute to safety.

Carnby lands safely in an abandoned yard, but Aline narrowly misses death while landing on the roof of a vast mansion.

INTRODUCTION

Edward Carnby, private eye of the paranormal, is back!

When his best friend, Charles Fiske, is found dead off the coast of Shadow Island, Carnby seeks revenge. Carnby contacts Frederick Johnson and agrees to take over the investigation that led to Fiske's demise.

Johnson introduces him to Aline Cedrac, a young University professor, who specializes in ancient Indian languages. Their mission is to find the three mysterious tablets and translate the undecipherable inscriptions. During the flight to the

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THE CHARACTERS

EDWARD CARNBY

Of unknown parentage, Carnby was placed in Saint Andrew's orphanage by social workers.

Carnby now works for an agency founded in 1982 by Charles Fiske, a former member of the top secret FBI investigative department, Bureau 713. As Fiske and Carnby are experts in the paranormal investigation into the supernatural is the basis of their activities.

Carnby is not interested in convincing skeptics nor raising awareness; his personal mission is to combat the dark forces at work around us using only his own mortal powers.

He does not possess the parapsychological powers to make him supernatural, his real gift lies in his ability to recognize evil at a glance and instinctively knows how to deal with it.

To some, Carnby may appear cold, indifferent and even obsessive. The few friends he has, however, recognize his integrity and completely trust him.

Height:6 ft (1.84 m.)
Weight:185 lbs (78 kg.)
Eyes: Grey blue
Hair: Brown
Distinguishing features: none
Date of birth:
February 29, 1968
Place of birth:
Richmond, Virginia
Father: Unknown
Mother: Unknown
Last known address: White House Hotel, 18 Norman Ave., Room 17 Gloucester, Massachussetts

ALINE CEDRAC

Aline Cedrac was born on June 30th, 1974 in the Boston suburb of Lexington. She never knew her father, as her mother, Mary, never revealed his identity to her. Mary Cedrac returned to France in 1992 after an argument, but Aline elected to stay in Boston to finish her anthropology studies. Mary Cedrac died in an accident in February 1993 and, despite extensive research, Aline has yet to discover her father's identity.

Aline proved to be a brilliant student; her extraordinary memory, along with her deep intuition and diligence, helped her earn a PhD at the age of 24.

She became particularly interested in the study of the Abkani Indian tribe and the recent discovery of the tribe's writing system, which dates back several thousand years. The discovery, which was attributed to Obed Morton, revolutionized the small world of Indian anthropology. Furthermore, it is also the subject of her forthcoming book, which was funded by a research grant.

Height: 5'6"
Weight: 119 lbs
Eyes: Green
Hair: Red
Distinguishing features: None
Date of birth: June 30, 1974
Place of birth: Lexington, MA, USA
Father: Unknown
Mother: Mary Cedrac
Last known address: 117 Hawthorn Street, Cambridge, Massachussetts

STARTING THE GAME

Alone in the Dark The New Nightmare is a one player game. Before turning on your Console, connect the Controller or other compatible peripherals into Controller port 1.

Place DISC 1 into the Console. Use the directional buttons to make your selection, then confirm by pressing the ⊗ button.

DISC 1:
Use this disc to start a new game. Select NEW GAME in the Main Menu. To resume a saved game, choose LOAD SAVED GAME, then select the saved game you wish to continue playing.
DISC 2:
Once DISC 1 has finished, change discs by following the on-screen instructions. Don't forget to save your game to resume a saved game on DISC 2, place this disc in your Console. The next step is to select LOAD SAVED GAME, then the game you wish to continue.

Warning: Do not touch the sticks when you switch your Console on. This may affect Controller initialization and, lead to a malfunction. If you touch the sticks during the game set-up, switch your Console off, then back on, without touching the Controller.

CONTROLLER CONFIGURATION

Note : With the Analog Controller (DUAL SHOCK), the character switches automatically to Freelook mode when you use the left stick. With the Digital Controller, hold down the L1 BUTTON to switch to "Freelook mode".

OPTIONS

To display the options menu, select OPTIONS in the Main Menu or press the START button during the game. Use the directional buttons to move around the menu and confirm your choice with the ⊗ button.

EFFECTS VOLUME	Adjust the SFX volume.
MUSIC VOLUME	Adjust the music volume.
DIALOGUE VOLUME	Adjust the dialogue volume.
SCREEN ADJUSTMENT	Use the directional buttons to center the picture on your screen.
ADJUST BRIGHTNESS	Adjust your TV brightness control on this screen.
SOUND MODE	Choose between Stereo and Mono sound.
CONTROLLER CONFIGURATION	Select the configuration from the three available options.
VIBRATION FUNCTION	Toggle vibration ON or OFF.
PAUSE MENU	To access this menu during the game press the START button, except during cinematic sequences. In this mode the game is "frozen" (the time counter stops). Select an option with the directional buttons and validate with the ⊗ button.
RESUME GAME	To quit the options menu and return to the game.
QUIT GAME	To return to the Main Menu without re-booting the Console.
OPTIONS	To call up the options menu (center the screen, adjust sound volume, etc.).

ADDITIONAL ACTIONS

• USE FLASHLIGHT
Press the ◉ button to turn your flashlight on and off.
When your flashlight is on, use the left stick to switch to "Freelook mode" and point your flashlight in any direction.

Note : "Freelook mode" only functions when the player is stationary. With the Digital Controller, hold down the L1 button to switch to "Freelook mode".

• USE WEAPON
With the weapon in your hand, hold down the R1 button to switch to "Target mode" and press the ⊗ button to fire. When you are in "Target mode", your life indicator and ammunition count appears on the screen.
Note : In "Target mode" you can still move, but you cannot run.

By holding down the L1 and the R1 buttons simultaneously, you can switch to "Aiming mode": use the left stick to point your weapon in any direction and press the ⊗ button to fire.

In this mode, your weapon automatically points at the nearest target.

Note : "Aiming mode" only functions when the player is stationary. With the Digital Controller, use the directional buttons to point your weapon in any direction.

• RUN
To run, hold down the ◉ button and use the directional buttons.

• PUSH AN OBJECT
It is possible to push certain objects (crates, furniture, etc.). Place yourself in front of the object you want to push and hold down the ⊗ button. If the object cannot be moved, the character will not begin the pushing animation.

• CLIMB ONTO AN OBJECT
It is possible to climb onto certain objects or elements of the environment. Position yourself in front of the object onto which you wish to climb, then press the ACTION button. To jump down from an object, position yourself at the edge of the object and press the ACTION button. If the character cannot climb onto the object, they will not react.

• SCALE WALLS
Unlike Carnby, Aline can scale certain obects in the environment to reach new areas to explore. To scale walls, position yourself in front of the wall and press the ACTION button. To jump down from a wall, position yourself on the edge of the drop and press the ACTION button.

If Aline cannot scale a wall, she will not react.

• EXAMINE A DOCUMENT
The environments contain numerous documents providing useful information to help you through the adventure. You may have written text or visual documents (such as photographs or paintings) to consult. To examine a document, position yourself in front of it and press the ACTION button to view the document in full-screen.

Written documents:
Scroll through the pages using the RIGHT and LEFT directional buttons.

Note: In most cases, you cannot take the documents with you.

EQUIPMENT

• MAP
To view the map, press the L2 button.

Use this screen to view the map of the site you are visiting. If extra maps are available, use the R1 and L1 buttons to display them. Use the directional buttons to scroll through the map and the ■ and ● buttons to zoom in and out. Use the ✕ button to center the map around the character's current position.

• RADIO
The two heroes each have a walkie talkie so they are in constant contact. To call up the other character by radio, press the R2 button and if your partner is within receiving range, they will respond with the relevant advice or information.

INVENTORY

To access the inventory, press the △ button.

• CHARACTER'S STATUS
The inventory screen permanently displays the face and life bar of your character.

• MAIN INVENTORY MENU
The inventory lists all the objects in your possession, divided into several categories. To use an object, select the relevant category with the directional buttons and press the ACTION button.

Whatever branch of the inventory menu you may be in, you can return step-by-step to the main inventory menu by pressing the △ button. Pressing the △ button several times allows you to quit the inventory and return to the game.

Note : When you enter the inventory, you will always select from the WEAPONS category. Use the directional buttons to select an object and press the ACTION button. A sub-menu will then appear indicating the possible actions for which the selected object can be used.

• EQUIP OBJECT
Select the object you want to equip and press the ACTION button, then select EQUIP from the menu which will appear.

If you select a weapon, your character is then equipped with it. If your character was in possession of a weapon, then this one will automatically return to the inventory.

• EXAMINE OBJECT
Select the object you wish to examine and press the ACTION button. The object then appears close up on the screen. Use the directional buttons and R2 and L2 buttons to rotate the object and R1 and L1 buttons to control the zoom.

While you are examining an object, a dialogue box will also appear on the screen.

• RELOAD
If the object you select is a weapon, you can use the RELOAD function. When you reload your weapon, ammunition is transferred from the ammunition box to the weapon magazine. The numbers displayed next to the weapon and ammunition icons indicate the amount of ammunition remaining.

• USE OBJECT
Select the object you wish to use and press the ACTION button, then select USE from the menu which will appear.

• COMBINE OBJECTS
Select the first object you wish to combine, and press the ACTION button. Select the second object and press the ACTION button again. Certain objects need to be combined with others in order to function.

• SPLIT OBJECTS
Select the object you wish to split, and press the ACTION button. Some objects can be split multiple times.

• CONSULT OBJECT
Select the object you wish to consult, and press the ACTION button to view the document in full screen detail. Scroll through the pages using the left and right directional buttons.

• HEALTH

The life bar displays the character's state of health and its status changes as you are wounded in an attack. If you are hit while the life bar displays a "DANGER" status, the character may die and your game will be over.

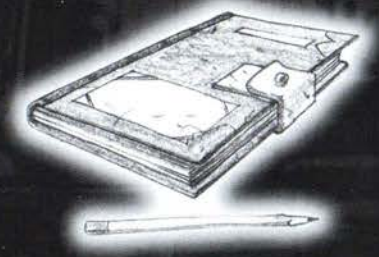
You can improve a character's health and re-charge the life bar by using the First Aid Kit you will come across in the course of the game. Select a First Aid Kit and press the ACTION button then your life bar will increase.

• NOTEPAD

During the adventure, you will find many documents and come across information necessary to succeed in your mission, solve puzzles, and get to the bottom of the murky secrets of Shadow Island and the Morton family.

Your notepad summarizes the main points of the information you collect.

Select NOTEPAD in the main inventory menu and press the ACTION button. The notepad then appears in full-screen. Use the directional buttons to flick through the pages and press the △ button to return to the main inventory menu.



SAVE

You can save at any point once you possess a Charm of Saving. Enter the OBJECTS menu and select to use the Charm of Saving. Follow the onscreen prompts to save the game.

Note: Each time you save, you use up a Charm of saving; as these are rare, make sure you really want to save your game at that point.

Warning: once you have loaded a saved game, the game will resume at the point at which you saved it, but please note that the actions you previously completed in that room will have to be done again.

You must have a MEMORY CARD inserted in MEMORY CARD slot 1 to save a game.

During the saving process, do not turn off your Console, do not open the disc cover and do not disconnect the Controller.

The game uses one free block to save a game.

CONTINUE GAME

To load a game you have previously saved, insert a MEMORY CARD in MEMORY CARD slot 1 and place DISC 1 or DISC 2 in the Console.

Choose LOAD SAVED GAME from the Main Menu and then select the game you want from those available.

Note: If you do not insert the disc corresponding to the saved game you wish to select, the message "Insert DISC 1" or "Insert DISC 2" will appear.

Follow the on-screen instructions to resume the game.

CREDITS

INFOGRAMES MOTION VP
Olivier Goulay

PRODUCTION DIRECTOR
Eric Labelle

PRODUCTION MANAGER CONT. EUROPE
Stéphane Bonazza

PRODUCER
Eric Angelier

PRE-PRODUCTION
Pierre Carde

EUROPEAN MARKETING VP
Larry Sparks

MARKETING DIRECTOR
Monique Crusot

SENIOR PRODUCT MANAGER
Guillaume Rosier

PRODUCT MANAGER
Mathieu Brossette

CREATIVE MANAGERS
Franck Drevon
Pat Phelan

BUSINESS AFFAIRS
Laurence Dufour
Tony Duret

LEGAL
Nelly Jacquin
Caroline Brunel

DESIGN STUDIO
Emmnanuelle Tahmazian
Patrick Chouzenoux
Michel Mégoz
Rose-May Mathon
Sylvie Combet
Olivier Lachard
Jérôme Gouvenot

LOCALIZATION
Sylviane Pivot
Maud Favier
Fabien Roset
Béatrice Rodriguez
Beate Reiter
Weronika Larsson

PUBLIC RELATIONS
Matt Broughton
Lynn Daniel

QA MANAGER
Olivier Robin

QUALITATIVE SECTION SUPERVISOR
Dominique Morel

QUALITATIVE TESTS CO-ORDINATION
Emmanuel Desmaris
Jocelyn Cioffi

DEBUGGING SECTION SUPERVISORS
Stéphane Pradier
Vincent Laloy

DEBUGGING CO-ORDINATION
Merche Sánchez García
Julien One Amougou
Anthony "Antox" Macaré

PRE-MASTERING
Stéphane Enteric

SPECIAL CONTRIBUTION
JM Nicolai
Rebecka Pernered
Sophie Wibaux
Renaud Marin
Marcin Kaczmarczyk
Caroline Fauchille
Hubert Chardot

THANKS TO:
Géraldine Borde
Emmanuelle Périgault-Vigier
Viviane Arthur
Paul Fox

INFOGRAMES, INC.
SAN JOSE

I-VELOCITY VP
Jean Philippe Agati

EXECUTIVE PRODUCER
Kurt Busch

PRODUCERS
Sean Fish

DIRECTOR OF MARKETING
David Riley

PRODUCT MARKETING MANAGERS
Heather Hall
Wiebke Vallentin

PUBLIC RELATIONS
Meridith Braun

CREATIVE SERVICES
Dave Ellison

PUBLICATIONS MANAGER
W.D. Robinson

DOCUMENTATION SPECIALIST
Rick Fish

ENGINEERING SERVICES
Luis Rivas
Sandra Jackson
Ken Edwards

LEAD QA ANALYST
Jason Cordero

ASSISTANT QA ANALYST
Scott Springer

QA ANALYSTS
Tom Andrade
Lupe De Leon
Jason Fitzgerald
Richard Higbee
Helen Hinchcliffe
Kirk Sanford
Arif Sinan
David Sothoth
"Red" Dave Strang

ADDITIONAL MUSIC, SFX, VOICE RECORDING
KBP

INTRODUCTION AND OUTRO SEQUENCES
DIGIMANIA

SCRIPT DOCTORING
THE SCRIPT COMPANY
Xavie Dorison
Fabien Nury

"ALONE IN THE DARK" THEME SONG
MUSIC PRODUCED AND COMPOSED BY
Stewart Copeland

DRUMS, BASS AND KEYBOARDS PERFORMED BY
Stewart Copeland

RECORDED AND MIXED BY
Jeff Seitz

GUITARS PERFORMED BY
Michael Thompson

VOCALS PERFORMED BY
Jimmie Wood

ASSISTANT TO MR. COPELAND
Sara Kapuchinski

US INFOGRAMES
THANKS TO:
Steve Akrich
Greg Sarrail
Joy Schneer
David Costello
Francois S3 Lourdin
Matthew Guzenda
Alex Jones
Cecelia Hernandez
Kathie Tompkins
Shawn Monroe
Stacy Lawrence
Isaac Malabanan
Christopher Black
Jill Dos Santos
Jacob Robinson
Marie Person

Tim Campbell
Mika Kelly
Cory Perry

DARKWORKS CREDITS

GAME CONCEPTION
Guillaume Gouraud
David Rochedieu
Antoine Villette

SCENARIO
Antoine Villette

ART DIRECTOR
Guillaume Gouraud

TECHNICAL MANAGER
David Rochedieu

DEVELOPMENT MANAGER
Emmanuel Boutin

PROJECT MANAGER
Laurent Franchet

PRODUCTION ASSISTANT
Christine Ostrowski

SCENARIO ADAPTATION AND PRE-PRODUCTION GAME DESIGN
Pascal Luban

ADVENTURE GAME DESIGNERS
Laurent Franchet
Guillaume Gouraud
Sébastien Lambottin

GAME DESIGN
Guillaume Gouraud
Laurent Franchet
Sébastien Lambottin
David Rochedieu
Antoine Villette

MUSIC & SOUND
Thierry Desseaux
Jean-Sébastien Rossbach

CGI MOVIES DIRECTED BY
Guillaume Moreels

STORY-BOARDERS
Patrick Pion
Nicolas Bouvier
Denis Bajram

CGI CHARACTERS ARTISTS
Guillaume Moreels
Marc Leprêtre

LEAD DESIGNER
Nicolas Bouvier

BACKGROUNDS DESIGNERS
Benjamin Carré
Benoît De Ravelle

Cyril Perrin
Patrick Pion

CHARACTERS DESIGNED BY
Matthieu Lauffray

CHARACTERS SCULPTED BY
Matthieu Lauffray
Jean-Claude Gouraud
Guillaume Moreels

CREATURES DESIGNED BY
Claire Wendeling

CREATURES SCULPTED BY
André Jaume

PAINTINGS BY
Marc Botta

LEAD PROGRAMMERS
Emmanuel Boutin
David Rochedieu

PROGRAMMERS
Christophe Chaillon
Benoît Chaperot
Stéphane Denis
Karine Lefrançois

ADDITIONAL PROGRAMMER
Sam Nova

LEAD SCRIPT CODER
Fabrice Rappe

SCRIPT CODERS
Hakim Abbas
Mathias Deshayes
Pierre Gironde
Daniel Gloannec
Cendrine Laguerre
Sébastien Lambottin
Ivano Pirona

LEAD BACKGROUNDS ARTISTS
Bertrand Carduner
Benoît Martinez

BACKGROUNDS ARTISTS
François Baranger
Arnaud Barros
David Bouaziz
Ulrich Brunin
Roland Caron
Maxime Desmettre
Bruno Gentile
Hae Jun Jhee
Marc Leprêtre
Laurent Makowski
Manuel Pires
Salomé Strappazzon
Laurent Vicherd

LEAD REAL-TIME BACKGROUNDS MODELER
Florent Goy

REAL-TIME BACKGROUNDS MODELERS
Roger Bellon-Gronnier
Sylvain Frattini
Daniel Gloannec
Xavier Rang
Salomé Strappazzon
Sébastien Vérité
Laurent Vicherd

LEAD ANIMATOR
Xavier Lamouche

GAMEPLAY ANIMATORS
Sébastien Bertin
John Bigorgne
Marie Deschamps
Bruno Millas
Stéphane Wiederkher

LEAD ANIMATOR CGI SEQUENCES
Bruno Millas

CGI SEQUENCES ANIMATORS
John Bigorgne
Eric Breistroffer
Xavier Lamouche
Yann Le Gall
Stéphane Wiederkher

LEAD REAL-TIME MODELS ARTIST
Eric Breistroffer

REAL-TIME MODELS ARTISTS
David Demaret
Maxime Desmettre
Sylvain Frattini
Bruno Gentile
Yann Le Gall
Florence Moreels

VISUAL SPECIAL EFFECTS ARTISTS
David Demaret
Maxime Desmettre
Roland Caron

ADDITIONAL 2D GRAPHICS
Cendrine Laguerre

LEGAL AND FINANCIAL MANAGER
Antoine Chéron

NETWORK ADMINISTRATOR
Olivier Lebigot
SECRETARY
Nathalie Erard

In memory of
Marcelle Demaret.

www.aloneinthedark.com
www.darkworks.com

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13110 NE 177th Place
Suite # B101, Box180
Woodinville, WA 98072-9965
Attn: Technical Support
RMA#: (include your RMA# here)

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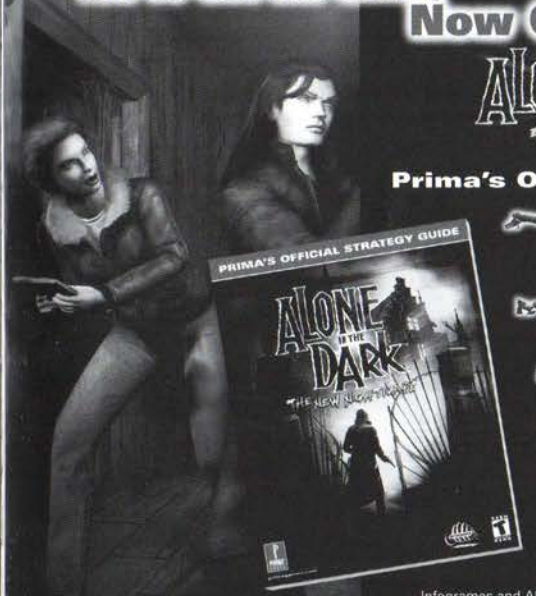

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